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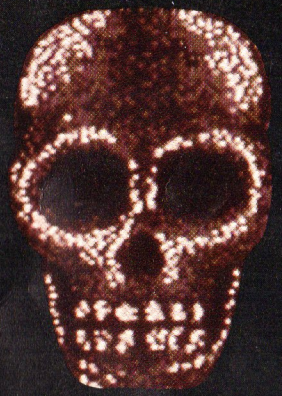
THE

UNINVITED



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HINT BOOK

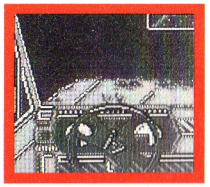
Nintendo ENTERTAINMENT SYSTEM®

WARNING: This book provides information that will help solve the game. Play Uninvited first without using these hints. Use this Hint Book only when you are really stuck or dead.

HOW TO USE THESE HINTS

This hint book has been designed to give you the help you need without giving away more of the game than you want. Each hint has three answers, each giving more explicit information than the last. The answers are in three sets; A, B and C. The A answers are the least helpful and preserve most of the game mystery and the C answers are the most straightforward. The answers are organized by rooms or sections of the game. If you run into trouble or get stuck, go to the section where you are having problems and look at the questions. Choose the one that seems to apply and read the A answer. If that doesn't get you going again, read the B answer and if you are still puzzled, read the C answer. The order of the answers in the three sections have been scrambled, so even if you read the answer above or below the one you're looking at, the odds are that it won't make any sense and your game enjoyment won't be spoiled. Just take the letter/number combination underneath the question you are reading and find the appropriate answer. For example, if the combination is A25, go to the Level A answers and read number 25. Good luck!

Oh, one more thing. Due to the nature of the game, there is no way to predict the order in which you will do things. The questions have been organized as best we could, but the hint that you need might not always be where you expect to find it. Sometimes the question is listed with the room. Other times it makes more sense to put it where you find the object needed to solve the puzzle. If you are having problems in a specific place and can't find a hint that helps, think about the objects you have found that you don't have uses for and look for a hint in the area where you found the item. Very often you already have the solution in your inventory, but don't know how to apply it to your problem.

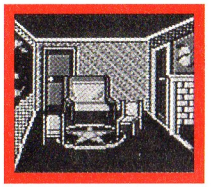


The Car

1. *The car keeps blowing up! What can I do?*
A29, B39, C40

Front Yard

1. *The door to the mansion is locked and I don't have a key.*
A8, B18, C42



Inside the House-Downstairs

Entrance Hall

1. *The door slammed shut behind me. How can I get it open again?*
A6, B37, C52

2. *Can I light the fire place?*
A1, B22, C47

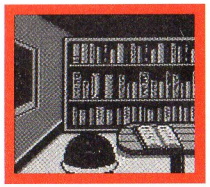
3. *I found a key but I can't figure out what door it's for.*
A25, B54, C19

The Hall and the Miscellaneous Happenings

1. *How do I stop the ghost masquerading as Scarlet O'Hara from ripping me into pieces?*
A40, B53, C9

2. *I've lost control of my mind to an unknown force that has been appearing and reappearing periodically. How do I stop this?*
A41, B58, C54

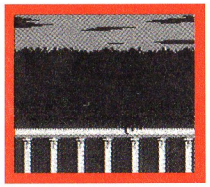
3. *How can I stop the "kiddie creature" and get the key it's carrying?*
A18, B57, C53



Library

1. *What's this book?*
Am I going to need it?
A2, B13, C64

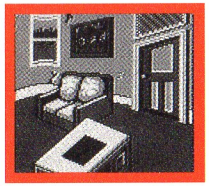
2. *The only thing of interest*
in here is this weird book,
Is there something I'm missing?
A33, B2, C37



Parlor

1. *A spider keeps running*
by me on the veranda railing.
A11, B49, C35

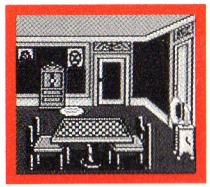
2. *What should I do*
with the spider?
A31, B56, C49

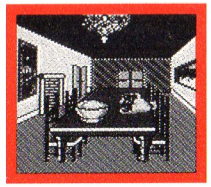


Study

1. *I found a card in the desk*
but can't figure out what
the numbers on it are for. Do I
need the information on the
card?
A3, B26, C3

2. *How can I get thru the*
locked door?
A56, B48, C33





Dining Room

1. *I can't figure out why I need*
any of the objects on the table.
Are they as useless as they appear?
A60, B14, C28

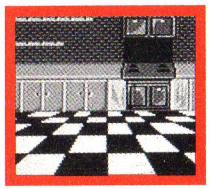
Rec Room

1. *Where can I find the*
key to the cabinet?
A22, B59, C11

2. *Can I talk to the doll I found?*
If I can, what should I say?
A48, B52, C20

3. *Who is the doll's Brother*
and how can he help me find
my sister?
A58, B19, C23

4. *Can I use the Victrola somehow*
to help me find my sister?
A43, B20, C27



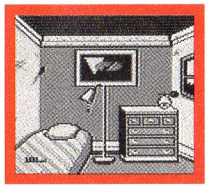
Kitchen

1. *Is there anything*
I need from the kitchen?
A10, B30, C15

2. *I want to give the little running*
creature something to eat so it will
give me the key it is carrying but
the cookie jars are all empty. Is
there something else I can give it?
A61, B50, C13

3. *There are many interesting*
things in the pantry but do I need
any of them?
A14, B51, C38

Bedroom-Next to the Kitchen



1. *Is the bedroom just a useless dead end?*
A19, B8, C46

2. *There is a spray bottle with dark liquid inside of it. What is it?*
A38, B55, C50

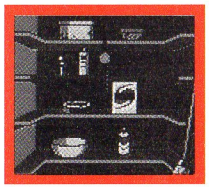
3. *I can't get rid of the ghost in the bedroom. Should I just leave him alone?*
A57, B24, C10

4. *Where is the Master's special box that the diary refers to?*
A45, B28, C36

Trophy Room

1. *Is there any way to get into the gun rack?*
A62, B32, C51

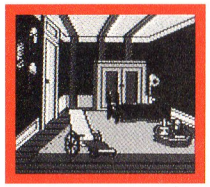
2. *Can I use the cage to capture the little creature that keeps taunting me with a key?*
A36, B16, C6



Inside the House-Upstairs

Storage Closet

1. *I'm sure the "No Ghost" will come in handy but do I need the "Spider Cider" or the insecticide?*
A37, B41, C56



Master Bedroom

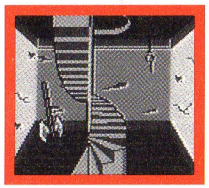
1. *Where is this chair that the book on the nightstand refers to?*
A59, B33, C57

2. *How can a chair tell me where a key is?*
A63, B3, C58

3. *Where can I find the key to open the chest?*
A64, B12, C44

4. *I opened the chest but I'm not sure what I need. What should I take?*
A54, B15, C12

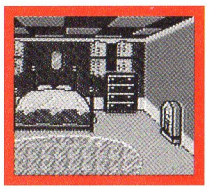
5. *How can I open the wooden box if it is sealed shut and doesn't have a lock?*
A4, B31, C55



Tower

1. *The axe in the stairwell looks mighty handy. Will I need it?*
A21, B5, C29

2. *Is there anyway I can get into the tower without being trapped for eternity?*
A39, B6, C48



Bedroom-Last Door on the Right

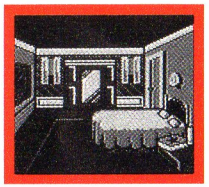
1. *I found a ruby in the dresser. Should I take it?*
A47, B35, C41

2. *There isn't to much to look at in this bedroom. Is it a dead end?*
A16, B1, C4

Bedroom- Last door on the Left

1. *I've become trapped in the bathroom. The door is locked and I can't get it open. What can I do?*
A30, B44, C22

2. *How can I get up closer to the light fixture on the bathroom ceiling? Is there a ladder in the house somewhere?*
A26, B9, C31



Secret Room

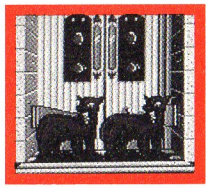
1. *I've found my sister but she just sits there with a sickening grin on her face! What should I do?*
A35, B17, C39

The Grounds

Greenhouse

1. *There doesn't seem to be anything important in here. Do I need anything?*
A23, B45, C43

2. *The watering can ran out of water. What should I do?*
A15, B4, C59



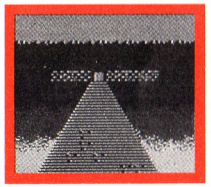
Chapel

1. *I've tried everything but I can't get past the dogs in front of the chapel. What can I do?*
A17, B21, C60

2. *Can I talk to the bust?*
A12, B61, C8

3. *I went into the hidden tunnel underneath the alter and the spider ate me? Is there any way to get past it?*
A32, B25, C26

4. *I keep trying to leave the chapel from the hidden doorway but a ghost swoops down. How do I get it to stop peeling the skin from my skull? I'm still using it!*
A42, B34, C61



Maze

1. *How do I get past the smelly zombie with the rotting flesh in the maze?*
A34, B62, C7

2. *There is a group of five zombies I can't get past. What can I do?*
A5, B7, C16

3. *I keep coming across tombstones. Are any of them of any significance?*
A44, B36, C62

4. *How can I open the three cages?*
A13, B47, C1

5. *How can I stop the animals from making me their next meal?*
A28, B63, C25

6. *Does the strange bouncing creature with the goofy smile want anything from me? It seems harmless.*
A46, B64, C45

7. *How in the world do I get out of here?*
A49, B60, C63

Magesterium

1. *How can I get into the Magesterium? There doesn't seem to be a key.*
A24, B11, C17

2. *The hissing creature won't let me past it into the room it is guarding. Is there any way to get around it without risking my neck?*
A50, B23, C2

3. *Is there anything in the observatory that will help me find my sister?*
A7, B42, C21

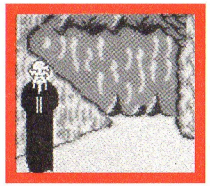
4. *I can't open the door on the left with any of the keys I have. Is there another key hidden somewhere that I missed?*
A9, B27, C5

5. *I can't figure out the combination to the safe. Is it written anywhere?*
A51, B38, C14

6. *I can't get the cookie jar open. What can I do?*
A20, B40, C24

7. *What is the cookie for? I don't snack between meals?*
A52, B10, C18

8. *How do I get the trap door in the floor open?*
A27, B46, C34



Cave

1. *What does the robed figure in the Ice Cave want from me? I don't know what I'm supposed to do next.*
A53, B43, C30

2. *How am I supposed to get rid of the evil genius?*
A55, B29, C32

3. *I found a doorway but the door is locked. Where can I find the key?*
A27, B46, C34

1. Yes, you can.
2. It may be able to explain away some of the mysterious happenings surrounding you.
3. Yes, you do.
4. Good thing it isn't made out of steel!
5. Throw them a basketball.
6. Hmmm, the door doesn't appear to have a key hole.
7. Not unless she's in orbit.
8. Yes, there is. Look around.
9. I don't think so.
10. What would Norman Bates do?
11. Try "persuading" it to slow down.
12. You know the quiet types. Once they get started, it's hard to shut them up.
13. A key might be a good idea.
14. This is no time to be thinking of food, so quit worrying about your stomach and think about practical objects-objects that you might find in your own pantry for emergency situations.
15. Water isn't just found inside the house.
16. The wallpaper is lovely!
17. A little "hocus pocus" might do the trick.
18. It is quite hyperactive. Too many sweets probably keep it overcharged. Find a way to lure the key away from it.
19. Look harder. Things might brighten up.
20. A smashing idea is what you need!
21. I'd sure feel more secure wielding an axe.
22. A journal in the house will give you a clue where to look.
23. There seems to be a lot of growth potential around here.
24. There is a key but it is not a typical key. It is a special key specifically for this door. The keyhole can be found right above the door.
25. Well, Sherlock, if it doesn't fit into a door, it must not be a door key.
26. Unless your helplessly trapped in the bathroom, don't concern yourself needlessly about reaching the light fixture.

27. Have you seen a little creature running around with one lately?
28. You seem trapped! Next time, don't trap yourself and plan ahead before you let the animals out of their cages. Get it?
29. Open the car door and leave.
30. The door isn't the only way out.
31. Keep the spider with you for a while. You can show it to the new "friends" you keep making around this place.
32. No!No!No!No! For the last time, no!
33. You are still missing your older sister!
34. Try flattery. If that doesn't work, find an object that will make it disappear.
35. Maybe you should slap some sense into her.
36. You don't need a cage to capture the little creature. A simple bribe will do.
37. Killing insects is a cruel thing to do when you can anesthetize them instead.
38. It's a spray bottle with dark liquid inside of it.
39. Eternity is too long to be spent trapped. You'll miss your favorite prime time television series. Play it safe and stay out of the tower.
40. Stay away from the ghost until you can find something to aid you in a battle against the rotting Southern belle.
41. Sometimes there are things that are better left alone.
42. That's what you get for wandering around in the dark.
43. Unless you are a Shadowgate fan, don't bother with the Victrola.
44. Yes, some are significant and one is more significant than the others. Does that help?
45. Since it is the Master's special box, perhaps the Master keeps it near him always, especially when he sleeps.
46. The creature has in its possession something you need. Find a way to distract it.
47. I don't know, it is "blood" red.
48. Gypsy fortunetellers are known for their lively conversation. You can find what you need to say in one of the bedrooms.
49. A little hocus pocus never hurt anyone.

50. The hissing creature has a weakness for a special kind of fruit. The fruit is out of season, however.
51. Yes, it is. You can find the combination within the house.
52. The cookie isn't for you.
53. Find a way to melt the ice.
54. Since you can't get into the wooden box, that seems like a logical choice.
55. If only there were someplace nearby to send him...
56. With the key.
57. Since you need to get around him, don't give up. Perhaps the ghost is as easily scared as you are. What could possibly scare a ghost with a passion for cleanliness?
58. Her brother is very religious and also loves to talk.
59. It is a small unassuming chair that can be found downstairs.
60. The flowers can be an essential "key" in your quest to find your sister.
61. You can make it a salami sandwich but I don't think it'll appreciate that as much as a cookie. Besides, if the creature wanted salami, it would have eaten it already. Try looking elsewhere.
62. What are you going to do, kill one of the dead guys?
63. It can't.
64. Perhaps the Master wrote the location down somewhere.

1. This bedroom is a dead end but the others aren't. Keep looking around.
2. There is plenty of other reading material, besides the weird book, elsewhere in the house.
3. Chairs aren't known for their lively conversation. They are great places to hide things, however.
4. Are you sure that you didn't see a source of water on your way in?
5. It may not do you much good against the likes of some of the strange things you have been running into around here, but you'll need it nonetheless.
6. There isn't another entrance to the tower. Don't worry, though, your not missing anything up there unless you want to spend eternity watching your flesh rot.
7. Try going a different way the next time.
8. Perhaps there is something hidden that can shed some light on your sister's disappearance.
9. The bad news is there isn't a ladder. The good news is that you don't need one. Unless you are trapped in the bathroom, don't worry about the light fixture.
10. Use the cookie to lure the key from the "kiddie creature" in the house.
11. The key is the gem that fits in the notch above the door. It can be found in the maze.
12. Read the journal on the nightstand next to the bed. The key that the book refers to is the key that will open the chest.
13. The whole house is filled with strange things. This book might be worth checking out.
14. The bouquet of flowers might make a nice gift to your mom or the special loved one that who has passed on.
15. Take the box since its contents are still a mystery. The scrolls aren't a bad idea either, for now.
16. You can't capture the little creature with the cage. A snack will slow it down, however. The little creature with the key is not the only untamed thing running around this place though.

17. If you hit her, a spirit will rise out of her body. You need to banish it back to the dark world it came from somehow. Maybe it's thirsty?
18. Mailman Mike probably knows. You can stand there all day and wait for him so you can ask him. He may have been there already today, however. If that's the case, I guess you'll have to stand there until tomorrow to ask him.
19. The doll's brother is in the chapel. Say the right words to him and he will open new doors for you.
20. The only thing the Victrola is good for is a little music to pass the time.
21. In the library there is a book with magical words along with their definitions. Using the right words will make the dogs disappear.
22. A fire is nice idea. This house lacks proper heat and insulation.
23. You can get the creature to let you pass by giving it fruit from a plant in the greenhouse. The plant, however, has no growth yet because it needs nourishment.
24. This is the ghost who keeps tidying up after you around the house. He seems to have a fetish for cleanliness. What a sissy! I bet he's even afraid of bugs.
25. Can't you take a hint? Don't go down there! There is no way past the overgrown arachnid.
26. The numbers on the card do appear to be a bit senseless, don't they? This should tell you that they aren't! Their use should become clear later. Copy their information onto a piece of paper or TAKE the card with you.
27. Don't worry. There isn't anything in there that you need to help you find your sister.
28. The master bedroom is a good place to look for something belonging to the master.
29. The dark pit looks like a permanent safe place for the evil genius. Be careful and don't get too close to the pit!
30. Considering the danger that lurks around every corner of this very strange house, a sharp weapon for protection may help diminish your sense of fear.

31. If you can't figure out how to open it, you can always use it for kindling.
32. "You'll shoot your eye out."
33. It is in the entrance hall.
34. Any four year old can tell you that sleeping with your light on keeps the ghosts away.
35. Do you remeber the phrase, "let a sleeping dog lie?" Well...
36. Did you notice that there is one that doesn't look like the others? This tombstone deserves your respect. There are also some that seem to mark your path.
37. A locked door is extremely hard to open without a key hole.
38. The numbers for the combination you are looking for can be found in the master bedroom.
39. Click on OPEN then the door, EXIT the car.
40. You need something big, heavy and sharp to break open the jar. Look around the house for something to use.
41. The "Spider Cider" will do you more good than the insecticide. Besides, there are enough dead things roaming around the house already.
42. Unless she's on another planet, don't waste your time in this room.
43. Use the brass star to melt the ice and your questions will be answered.
44. You're too tense! There is another way out of the bathroom. Perhaps a relaxing bath will calm your nerves.
45. Growing plants from seedlings can be a rewarding experience.
46. The "kiddie creature" that has been appearing and disappearing has the key. You need a way to lure the key away from the creature.
47. There is a skeleton key that you need from inside the house.
48. There is a key to the door. You will have to lure it away from its guardian, however.
49. If only there were an anesthesiologist around!
50. Who do you think emptied the cookie jars? If there are any cookies still around, they must be somewhere safe.

51. Considering the storm outside, I wouldn't rely on the electricity in this place. You may need something to light your way.
52. A scroll in the last bedroom on the left will help you find the right words. Say the right thing and maybe the gypsy will tell your fortune.
53. Stay out of the ghost's path for now. You can go upstairs without danger. Once you are upstairs, look around for something to help you send that aging beauty back to the nether regions where she belongs.
54. If you are certain that the key doesn't fit into any of the doors, the key must not be a door key. Try the bedrooms.
55. It's a spray bottle with dark liquid inside of it.
56. Keep it and maybe you'll make a friend you can show it to later. Be careful, though, you may scare your new friend away if he or she is afraid of creepy, crawly things.
57. The "kiddie creature" has an insatiable appetite for junk food. Bribing the creature into giving you the key isn't a bad idea.
58. Certain objects that emanate strange power might not be the best things to pick up.
59. A skeleton key will open the cabinet in the rec room. This same key opens the chest in the master bedroom, among other things. The journal on the nightstand in the master bedroom hints as to where the key is hidden.
60. Don't tell me you forgot everything you learned in that magic book in the library?
61. Sure, if you know what to say. Forget the "if I told you you had a beautiful body..." line you always use.
62. There is a necklace that repels the zombie.
63. Trap one of the animals and the other two will leave you alone.
64. The creature has a fascination with flying things. Find a way to lure the creature away so you can obtain what it is keeping.

1. You need the key that is hidden in the big chair in the entrance hall. Once you have it, click on the USE command, the key, and then on the keyhole. This same key opens the chest in the master bedroom.
2. Water the empty pot in the greenhouse until it sprouts fruit. When it does this, give it to the hissing creature and it will disappear, allowing you to enter the room it was guarding. The fruit is the creature's favorite snack. Click on the USE, the fruit, and then on the creature.
3. One of the scrolls from the chest in the master bedroom will help your figure out how to use the cards. Copy the information from the card onto a piece of paper or TAKE the card with you.
4. Including the ruby that you should not touch, this room has nothing of interest. Don't give up though. Time is running out and you still must find your sister!
5. A key doesn't exist for the door. It's only a useless dead-end. There are other doors in the Magesterium, however.
6. The cage won't help you but a cookie will. You do need the cage for another creature, however, so hang on to it.
7. You need the pendant from the mailbox in the front of the house. Once you have the pendant, click on the USE command, the pendant, and then on the zombie.
8. This must be the gypsy doll's brother. Click on SPEAK and then on the "O Sesame" spell.
9. To get past the ghost, you need the "No Ghost" from the storage closet upstairs. Before approaching her have the bottle open and ready. When she appears, click on the USE command, the bottle and then on the ghost. She, or whatever it is, won't be bothering you any more.
10. This ghost isn't as mean and menacing as he appears. He is also afraid of spiders. The spider from the veranda ought to scare him away.
11. The key is hidden in the large chair in the middle of the entrance hall. You will need a sharp object to retrieve it. It is a skeleton key and fits in many locks including the chest in the master bedroom.

12. You don't need the scrolls but you can TAKE them if you wish. You really need to TAKE the wooden box, however.
13. There's a cookie in the safe in the Magesterium. Keeping cookies around the house must be quite a problem.
14. The combination is the atomic numbers to gold, silver and mercury, 79-47-80, which are written on a card and can be found in the desk in the study. Click on the OPEN command and then on the safe. Using the arrow keys, adjust each number until they are the right combination. Finally, push the A button. The safe should now be open.
15. You will need one of the knives hanging on the kitchen wall.
16. Your definitely on the wrong track. There is no way past the zombies. Try going through the maze a different way.
17. The gem-shaped notch above the door is actually a keyhole. The gem you need can be found in the maze. A giant bouncing creature is its guardian, however. Caging and then releasing a bird, which can also be found within the maze, will allow you to obtain the gem. Click on USE, the gem, and then on the notch above the door.
18. The cookie is for the little "kiddie creature" that has been running past you and taunting you with a key when you are in the house. If you go back into the house and USE the cookie on the plate in the rec room, the creature will appear and eat the cookie. When the creature disappears, TAKE the key.
19. It is the key to the chest in the master bedroom. Don't assume that keys are for locked doors only.
20. OPEN the scroll in the nightstand in the bedroom upstairs and you will learn a new spell. TAKE the gypsy doll and SPEAK the "Dolldoll" spell. The gypsy will give you a clue to the whereabouts of your lost sister. Other than that, the doll is useless.
21. Don't bother with this room. Try looking around in another.
22. The light fixture on the ceiling is a trap door. USE the hot and cold water fixtures from the bathtub and EXAMINE a few things around the bathroom. This will allow time to pass so the bathroom will fill with water. When the room fills enough, you should be able to reach the trap door and OPEN it.

23. The dolls brother is the bust in the chapel. Say "O Sesame" to him and he will open a secret door that will lead you to the maze.
24. Use the axe from the stairwell leading to the tower in the house. First, TAKE the jar. Then, click on the USE command, the axe and then on the jar.
25. You need to capture the bird with the cage from the trophy room. Once you have the cage, click on the use command, the cage and then on the bird. Be careful not to make any sudden moves.
26. Your kidding, right? You went down there even after you were warned. This is a hint book after all!
27. The Victrola is useless to you unless you are in the mood to sing along to music from Shadowgate.
28. Take the flowers. There is a tombstone in the maze that you can place your flowers on to show your respect for the dead. The dead seem to have a lot of pull around this place.
29. The axe won't do you any good for protection but it will come in handy for smashing things.
30. Click on the USE command, the brass star and then on the ice in the cave. Does that answer your question?
31. If you turn on the hot and cold water in the bathroom and make a few moves around the room, the bathroom will fill with water and you should be able to reach the fixture. This can only happen if you are locked in the bathroom and have no other way out, however.
32. Click on the USE command, the evil genius, and then on the pit. That should do the trick!
33. The "kiddie creature" has the key but it doesn't open the door from this side.
34. The little "kiddie creature" has the key in the house. You need to bribe the creature into giving you the key.
35. Click on the USE command, the "Spider Cider" from the upstairs closet, and then on the railing. Move back into the parlor. When you return to the veranda, the spider will crawl back out onto the railing and become anesthetized. When that happens, TAKE the spider.
36. It is locked in the chest in the master bedroom.

37. The book is the only thing you need from the library. Now move along and find your sister before it's too late!
38. You will need the box of matches to light a fire. Use them sparingly, however. This house is scary enough in the light. I wouldn't want to go wandering around in the dark by myself.
39. If you click on USE command, the goblet filled with holy water from the chapel and then on the spirit, your time on earth among the living will be lengthened. Now, MOVE out the window and join your sister in the sun!
40. On the left hand side of the screen is the "Exits" box. This shows you all of the available exits. You can open the car door by clicking on the OPEN command and then on the car door.
41. Whatever you do, DO NOT TAKE THIS RUBY! Not unlike the obsession with wealth, it will eventually destroy you.
42. Click on the OPEN box and then on the mailbox. TAKE the envelope. OPEN and EXAMINE the contents of the envelope. Then TAKE the pendant.
43. You need to water the pot without growth inside the greenhouse. It is useless to you until it sprouts. Water it with the watering can until it stops growing. TAKE the fruit with you when you leave.
44. The clue to the whereabouts of the key are in the journal on the nightstand. The key is a skeleton key and will open the chest, among other things. It is hidden in a chair downstairs.
45. It doesn't want anything from you but it has something you need. You need to release the bird by opening the cage. The creature will chase the bird and leave you a jewel.
46. On the contrary! Click on the USE command and then on the lamp. A hidden panel should open.
47. Sure. You'll need the box of matches from the kitchen first. Once you have the matches click on the USE command, the box of matches and then on the firewood in the fireplace.
48. There isn't anything in the tower that you need and there is no other entrance. Eternity is too long to be spent trapped without MTV, so stay away from the tower.
49. There is a ghost "deathly" afraid of spiders roaming around the house. You'll need the spider to scare it away.

C

ANSWERS

50. You don't want me to say it again, do you?
51. No, there isn't. You're no hunter anyway.
52. It won't open. Don't worry about it, there are other ways of leaving the mansion.
53. It is a fast little spud! It only slows down for one thing-cookies!
54. Do not, I repeat, do not take the blood-red ruby from the bedroom upstairs. It will take over your mind!
55. The only way to open the box is to throw it into a fire. Use the fireplace in the entrance hall. Make sure that it's lit first.
56. You need the "Spider Cider". It will aid you in scaring away the "neat freak" ghost roaming around the house.
57. It's the large chair in the middle of the entrance hall.
58. I know there are some strange things within this house, but a talking chair? The key is hidden inside the chair.
59. Step outside to the front of the greenhouse and USE the faucet. Then USE the watering can on the water. This should do it.
60. In the library there is a book on the desk that contains strange words with their definitions. These are magical words. When you are standing in front of the dogs, click on the SPEAK command and then on the "Thundede" spell. The dogs shouldn't bother you any more.
61. Light the candles with your matches before you leave the chapel and TAKE the whole candelabra with you. The light from the candles keeps the ghost away.
62. There is one tombstone that you need to place the bouquet of flowers from the dining room on. It is the one that is carved differntly than the others. Some of the other tombstones mark your path so that you can map out the maze.
63. There is a spell that you can learn from a magic book in the library. Click on SPEAK and then on the "Telemaze" spell and you will be teleported to the entrance of the maze.
64. The words in the book are magical words that make things happen or even disappear if they are used correctly. EXAMINE the book and you will learn the spells within it.

How well did you do?

0	Astounding! You completed the game without the use of the hint book.
1-25	Well done! You hardly used the hint book at all.
26-50	Not bad! Next time try to stick to the A answers.
51-100	Average! You must have already struggling on a few of those problems.
101-200	Poor! You're lucky you got out of there alive!
201 & up	Well, look at it this way, you sure got your money's worth out of this hint book.